

IN THE CLAIMS

This listing of the claim will replace all prior versions and listings of claim in the present application.

Listing of Claims

Claim 1 (canceled).

2. (currently amended) A method according to Claim 431, wherein said commands include a second command for modifying, changing, adding and deleting said image, said method further comprising the steps of:

displaying said modification, change, addition and deletion on said display unit;

selecting one of said modification, change, addition and deletion;

displaying on said display unit third commands comprised of setting items including camera, superimposition, sound, mixer, narration and studio set-up by selecting a corresponding one of said modification, change, addition and deletion; and

designating one of said third commands and executing said designated command for said predetermined CG object.

Claims 3-30 (canceled).

31. (New) A method of editing a moving image displayed on a display unit, comprising the steps of:

designating a computer graphics (CG) object in said moving image displayed on said display unit;

displaying on said display unit a command relating to the designated CG object at the time of designating the CG object; and

executing the command relating to the CG object, thereby causing an editing operation on the moving image to be conducted.

32. (New) A method according to claim 31, wherein in the step of displaying a command, the command relating to the designated CG object is shown in a list displayed on the display unit, said list showing commands relating to the object arranged in the order of occurrence from the time of designating the CG object and after that time.

33. (New) A method of editing an image displayed on a display unit, comprising the steps of:

determining that an area on a computer graphics (CG) studio displayed on said display unit has been selected by a pointing device;

determining an area of said CG object arranged on said CG studio, said area of the CG object in said CG studio coordinate being defined with a three-dimensional space surrounding said CG object;

transforming the area of said CG object in said CG studio coordinate system to a corresponding area of a virtual two-dimensional coordinate system on said display unit; and

determining whether said CG object has been selected in an area superposed on the coordinate of the position selected by said pointing device in said 2D coordinate system; and

executing a command with respect to said CG object in said 2D coordinate system.

34. (New) A method according to Claim 33, further comprising the steps of:

moving a pointing icon placed on the selected CG object on said display unit by manipulating said pointing device;

transforming the coordinate of said pointing icon in said virtual two-dimensional coordinate system to a three-dimensional coordinate value of said CG studio coordinate system;

determining direction and amount of movement of said selected CG object on said virtual two-dimensional coordinate system in conformity to direction and amount of movement of the pointing icon in said CG studio coordinate system; and

moving said selected CG object along with the movement of said pointing icon on said display unit according to the determined direction and amount of movement of said selected CG object.

35. (New) An apparatus for editing a moving image displayed on a display unit, comprising:

a computer graphics (CG) animation generating unit coupled to said display unit for generating an image;

a recording unit for recording an image generated in said CG animation generating unit; and

a control unit for controlling said display unit, said CG animation generating unit and said recording unit;

wherein said control unit includes:

means for designating a CG object in said moving image displayed on said display unit,

means for displaying on said display unit a command relating to the designated CG object at the time of designating the CG object, and

means for executing the command relating to the CG object, thereby causing an editing operation on the moving image.

36. (New) An apparatus according to claim 35, wherein the command relating to the designated CG object is shown in a list displayed on the display unit, said list showing commands relating to the object arranged in the order of occurrence from the time of designating the CG object and after that time.

37. (New) An apparatus for editing a moving image displayed on a display unit, comprising:

a computer graphics (CG) animation generating unit coupled to said display unit for generating an image;

a recording unit for recording an image generated in said CG animation generating unit;

a pointing device; and

a control unit for controlling said display unit, said CG animation generating unit and said recording unit;

wherein said control unit includes:

means for determining that an area on a CG studio displayed on said display unit has been selected by the pointing device,

means for determining an area of said CG object arranged on said CG studio, said area of the CG object in said CG studio coordinate being defined with a three-dimensional space surrounding said CG object,

means for transforming the area of said CG object in said CG studio coordinate system to a corresponding area of a virtual two-dimensional coordinate system on said display unit, and

means for determining whether said CG object has been selected in an area superposed on the coordinate of the position selected by said pointing device in said 2D coordinate system; and

means for executing a command with respect to said CG object in said 2D coordinate system, thereby causing an editing operation on the moving image to be conducted.

38. (New) An apparatus according to Claim 37, further comprising:

means for transforming, when a pointing icon placed on the selected CG object on said display unit is moved by said pointing device, the coordinate of said

pointing icon in said virtual two-dimensional coordinate system to a three-dimensional coordinate value of said CG studio coordinate system;

means for determining direction and amount of movement of said selected CG object on said virtual two-dimensional coordinate system in conformity to direction and amount of movement of the pointing icon in said CG studio coordinate system; and

means for moving said selected CG object along with the movement of said pointing icon on said display unit according to the determined direction and amount of movement of said selected CG object.